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Sherwani et al.(10) **Pub. No.: US 2020/0122041 A1**(43) **Pub. Date: Apr. 23, 2020**(54) **CROSS-PLATFORM SPOILER BLOCK SERVICE**(71) Applicant: **Sony Interactive Entertainment LLC**,
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Warren Benedetto, Foothill Ranch, CA (US); **Landon Noss**, Laguna Niguel, CA (US); **Benedikt Neuenfeldt**, Tokyo (JP); **Yohei Nishikawa**, Tokyo (JP)(21) Appl. No.: **16/657,178**(22) Filed: **Oct. 18, 2019****Related U.S. Application Data**

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(57)

ABSTRACT

Computer implemented systems and methods for cross-platform spoiler blocking are provided herein. An example method includes ascertaining by a data platform data potentially available to a user of a service having a media object; identifying by the data platform at least one object revealed by the media object, the at least one object being associated with an application; receiving by the data platform metadata associated with the at least one object, the metadata indicative of whether the at least one object should be hidden from the user; determining by the data platform, based on the metadata, the at least one object is a potential spoiler; and blocking by the data platform, the user from interacting with the media object through the service.

